

YOON

KINETICIST 3

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	NOMAD
SPEED	25 FEET	PERCEPTION	+5 (TRAINED)
LANGUAGES	COMMON, TIEN, PYRIC	CLASS DC	19
STRENGTH	STR +0	DEXTERITY	DEX +3
INTELLIGENCE	INT +1	WISDOM	WIS +0
		CONSTITUTION	CON +4
		CHARISMA	CHA +1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	44	19
FORTITUDE	REFLEX	WILL
+11	+10	+7

STRIKES

MELEE	<ul style="list-style-type: none"> elemental blast +10 [+5/+0] (fire), 1d6 fire elemental blast +10 [+5/+0] (fire), 1d8+4 fire dagger +8 [+4/+0] (agile, finesse, versatile S), 1d4 piercing
RANGED	<ul style="list-style-type: none"> elemental blast +10 [+5/+0] (fire), 1d6 fire elemental blast +10 [+5/+0] (fire), 1d8+4 fire

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+8 ●	+1	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+1	+1	+6 ●
INTIMIDATION (CHA)	MOUNTAIN LORE (INT)	LORE (OTHER; INT)
+8 ●●	+6 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+5 ●	+1
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+0	+1
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+8 ●	+5 ●	+8 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition* (Eternal Torch)
CLASS FEATS	Burning Jet, Eternal Torch, Flying Flame, Scorching Column, Voice of Elements
GENERAL FEATS	Incredible Initiative*
SKILL FEATS	Assurance (Survival), Intimidating Glare
CLASS ABILITIES	base kinesis, elemental blast*, extract element, kinetic aura, kinetic element (fire)*, kinetic gate (single gate)*

* Abilities with an asterisk have already been calculated into Yoon's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Worn: 1, 2 L; Stowed: 3 L
WORN	backpack, dagger, gate attenuator, padded armor
STOWED	bedroll, chalk (10 pieces), doll (Gom-Gom), flint and steel, minor healing potion, marvelous miniature (ladder), rations (2 weeks), rope (50 feet), soap, thieves' toolkit, torch (5), waterskin
WEALTH	6 gp, 1 sp



WHAT IS A SORCERER?

You are a powerful spellcaster whose power comes from channeling the magic that innately flows through your body.

EQUIPMENT

The following rules apply to Yoon's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Doll Yoon carries a plush doll named Gom-Gom, made of an amalgam of different animals.

Finesse (trait) You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

□ **Gate Attenuator** (invested, magical) This grants you a +1 item bonus to your impulse attack modifier (but not to your impulse DC; this bonus has already been added to Yoon's elemental blasts). Additionally, once per day, you can cast a 1st-rank *dehydrate* with a spell DC of 19.

Dehydrate ♦♦ (concentrate, fire, manipulate) **Range** 30 feet; **Area** 5-foot burst; **Defense** Fortitude; **Duration** 1 minute; **Effect** You stir the inner fire of all things within the area, driving out moisture. All creatures in the area take 1d6 persistent fire damage with a basic Fortitude save; creatures with the water or plant traits get a result one degree of success worse than they rolled. The spell ends for a creature when its persistent damage ends.

A creature affected by *dehydrate* attempts an additional Fortitude save at the end of each of its turns, before rolling to recover from the persistent damage. It can forgo this additional save if it consumed water or a similar hydrating liquid within the last round (drinking typically requires a single action).

Success The creature takes no additional effect.

Failure The creature is enfeebled 1 until the end of its next turn.

Critical Failure The creature is enfeebled 2 until the end of its next turn.

□ **Healing Potion, Minor** (consumable, healing, magical, vitality) A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *minor healing potion*, you regain 1d8 Hit Points.

□ **Marvelous miniature, ladder** (consumable, expandable, magical) Every *marvelous miniature* is an exceptionally small replica of a real creature or object. When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.

Thieves' Toolkit You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

Versatile (trait) A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Yoon's feats and abilities are described below.

Assurance (Survival) (fortune) Even in the worst circumstances, you can perform basic tasks. You can forgo rolling a skill check for Survival checks to instead receive a result of 10 + your proficiency bonus without any other bonuses, penalties, or modifiers (15 in most cases).

Base Kinesis ♦♦ (impulse, primal) It's trivial for you to create some of your element (fire) or alter a portion of it that already exists. This impulse has a range of 30 feet, and the Bulk of the target must be negligible or light (GM determines). You can't affect an element that's magical or attended by a creature unwilling to let you.

Choose one of the following options. Base Kinesis can't deal damage or cause conditions unless otherwise noted.

- **Generate** You bring an ordinary, non-magical piece of the chosen element from its elemental plane. The element can be used for any of its normal uses. For example, fire casts light and can ignite flammable substances.
- **Move** Move an existing piece of the element up to 20 feet in any direction. If you bring it into your space, you can catch it in an open hand. You can Sustain the impulse to keep moving the element.
- **Suppress** You destroy an existing piece of element, such as snuffing out a flame.

Burning Jet ♦♦ (fire, impulse, primal) A condensed burst of flame shoots behind you, propelling you forward with its sheer force. Stride up to 40 feet in a straight line. Movement from this impulse ignores difficult terrain and doesn't trigger reactions.

Channel Elements ♦ (aura, fire, primal) **Requirements** Your kinetic gate isn't active; **Effect** You tap into your kinetic gate to make elements flow around you. Your kinetic aura activates, and as a part of this action, you can use a 1-action Elemental Blast or a 1-action stance impulse. Your kinetic aura is a 10-foot emanation where pieces of your kinetic element flow around you. The kinetic aura can't damage anything or affect the environment around you unless another ability allows it to.

Your kinetic aura automatically deactivates if you're knocked out, you use an impulse with the overflow trait, or you Dismiss the aura. Though you can't use new impulses while your kinetic aura is deactivated, ones you already used remain, and you can still Sustain any that can be sustained. Stance impulses are linked to your kinetic aura and end when the aura deactivates.

Demoralize ♦ (auditory, concentrate, emotion, fear, mental, rage) You attempt to frighten a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against the target's Will DC. If the target doesn't understand the language you are speaking, or you're not speaking a language, you take a -4 circumstance penalty to the check. No matter the result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success The target becomes frightened 2.

Success The target becomes frightened 1.

Eternal Torch ♦ (fire, impulse, light, manipulate, primal) You create a magical, torch-like flame within 120 feet in any color. It's as bright and hot as a torch. You can have it orbit a target willing creature or emit from a target object that's unattended or attended by a willing creature. If you create a flame on a weapon, you still need to use it as an improvised weapon to attack with the flame, just as with a torch.

The flame has an unlimited duration. You can have a maximum of four Eternal Torches and can Dismiss each torch individually.

Extract Element ♦ (fire, impulse, primal) You extract elemental matter from a creature's body to weaken it and take its power for your own. Target a creature within 30 feet that has the fire trait or is made of fire. The target takes 2d4 damage (with no damage type) and becomes susceptible to your impulses, depending on its Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage, and you add some of its elemental matter to your kinetic aura. Your impulses bypass any immunity the creature has to their elemental trait or traits, and the target takes a -1 circumstance penalty to its saves and AC against your impulses. If the target normally has a resistance that would apply to damage from one of your impulses, ignore that resistance; if it normally would be immune to that damage type, it instead has resistance equal to its level to damage from the impulse. You can't target a creature with Extract Element if elemental matter you extracted from it is already in your kinetic aura. These effects last for 5 minutes or until your kinetic aura ends, whichever comes first.

Failure As success, but the creature takes full damage.

Critical Failure As failure, but the creature takes double damage.

Flying Flame ♦♦ (fire, impulse, primal) A Tiny shape of flame appears, taking a form of your choice—such as a bird, an arrow, or a simple sphere. It Flies from you up to 30 feet in a path you choose. Each creature it passes through takes 2d6 fire damage with a basic Reflex save against your class DC. A creature attempts only one save, even if the flame passes through it multiple times.

Intimidating Glare You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Scorching Column ♦♦ (fire, impulse, overflow, primal) With an upward gesture, you shape a vertical column of extreme heat. The cylinder is 10 feet in diameter and 30 feet high, and the bottom must be within 60 feet of you. Each creature in the area takes 1d6 fire damage with a basic Reflex save against your class DC.

The flame remains briefly, making all squares in the column hazardous terrain until the end of your next turn, and you can Sustain the impulse up to 1 minute. A creature takes 1 fire damage each time it moves into one of these squares.

Voice of Elements You can speak with the secret tones of elements you channel, finding words in the crackle of flame, the grinding of stone. While your Kinetic Aura is active, you can communicate with mindless elementals on a basic level if they have the fire trait or are made of fire. This allows you to use Diplomacy to Make an Impression on them and to make very simple Requests. You also gain a +2 circumstance bonus to Charisma-based skill checks you attempt against fire elementals.